

113TH CONGRESS  
1ST SESSION

# S. 134

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

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## IN THE SENATE OF THE UNITED STATES

JANUARY 24 (legislative day, JANUARY 3), 2013

Mr. ROCKEFELLER (for himself, Mr. BLUMENTHAL, Mr. COBURN, Mr. JOHANNIS, and Mr. HELLER) introduced the following bill; which was read twice and referred to the Committee on Commerce, Science, and Transportation

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## A BILL

To arrange for the National Academy of Sciences to study the impact of violent video games and violent video programming on children.

1 *Be it enacted by the Senate and House of Representa-*  
2 *tives of the United States of America in Congress assembled,*

### 3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Violent Content Re-  
5 search Act of 2013”.

### 6 **SEC. 2. STUDY; NATIONAL ACADEMY OF SCIENCES.**

7 (a) IN GENERAL.—Not later than 30 days after the  
8 date of enactment of this Act, the Federal Trade Commis-  
9 sion, the Federal Communications Commission, and the

1 Department of Health and Human Services, jointly, shall  
 2 undertake to enter into appropriate arrangements with the  
 3 National Academy of Sciences to conduct a comprehensive  
 4 study and investigation of—

5 (1) whether there is a connection between expo-  
 6 sure to violent video games and harmful effects on  
 7 children; and

8 (2) whether there is a connection between expo-  
 9 sure to violent video programming and harmful ef-  
 10 fects on children.

11 (b) CONTENTS OF STUDY AND INVESTIGATION.—

12 (1) VIOLENT VIDEO GAMES.—The study and in-  
 13 vestigation under subsection (a) shall include—

14 (A) whether the exposure listed under sub-  
 15 section (a)(1)—

16 (i) causes children to act aggressively  
 17 or causes other measurable harm to chil-  
 18 dren;

19 (ii) has a disproportionately harmful  
 20 effect on children already prone to aggres-  
 21 sive behavior or on other identifiable  
 22 groups of children; and

23 (iii) has a harmful effect that is dis-  
 24 tinguishable from any negative effects pro-  
 25 duced by other types of media;

(B) whether any harm identified under subparagraph (A)(i) has a direct and long-lasting impact on a child's well-being; and

(C) whether current or emerging characteristics of video games have a unique impact on children, considering in particular video games' interactive nature and the extraordinarily personal and vivid way violence might be portrayed in such video games.

(2) VIOLENT VIDEO PROGRAMMING.—The study and investigation under subsection (a) shall include—

(A) whether the exposure listed under subsection (a)(2)—

(i) causes children to act aggressively or causes other measurable harm to children;

(ii) has a disproportionately harmful effect on children already prone to aggressive behavior or on other identifiable groups of children; and

(iii) has a harmful effect that is distinguishable from any negative effects produced by other types of media; and

1 (B) whether any harm identified under  
2 subparagraph (A)(i) has a direct and long-last-  
3 ing impact on a child's well-being.

4 (3) FUTURE RESEARCH.—The study and inves-  
5 tigation under subsection (a) shall identify gaps in  
6 the current state of research which, if closed, could  
7 provide additional information regarding any causal  
8 connection—

9 (A) between exposure to violent video  
10 games and behavior; and

11 (B) between exposure to violent video pro-  
12 gramming and behavior.

13 (c) REPORT.—In entering into any arrangements  
14 with the National Academy of Sciences for conducting the  
15 study and investigation under this section, the Federal  
16 Trade Commission, the Federal Communications Commis-  
17 sion, and the Department of Health and Human Services  
18 shall request the National Academy of Sciences to submit,  
19 not later than 15 months after the date on which such  
20 arrangements are completed, a report on the results of the  
21 study and investigation to—

22 (1) Congress;

23 (2) the Federal Trade Commission;

24 (3) the Federal Communications Commission;

25 and

- 1 (4) the Department of Health and Human
- 2 Services.

